## Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Destroy target creature or planeswalker.

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## Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deceit {4}{U/B}{U/B}

Creature -- Elemental Incarnation

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.
When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke {U/B}{U/B}

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deceit {4}{U/B}{U/B}

Creature -- Elemental Incarnation

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.
When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke {U/B}{U/B}

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - kristofff - Dimir Excruciator (Standard Challenge 32)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

## Deceit {4}{U/B}{U/B}

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Evoke {U/B}{U/B}

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deceit {4}{U/B}{U/B}

Creature -- Elemental Incarnation

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.
When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke {U/B}{U/B}

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Doomsday Excruciator {B}{B}{B}{B}{B}{B}

Creature -- Demon

Flying
When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.
At the beginning of your upkeep, draw a card.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Doomsday Excruciator {B}{B}{B}{B}{B}{B}

Creature -- Demon

Flying
When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.
At the beginning of your upkeep, draw a card.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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## Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Emeritus of Ideation {3}{U}{U}

Creature -- Human Wizard

Flying, ward {2}
This creature enters prepared.
Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.

**5/5**

- - - OTHER FACE - - -

## Ancestral Recall {U}

Instant

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - kristofff - Dimir Excruciator (Standard Challenge 32)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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Creature -- Human Wizard

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This creature enters prepared.
Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.

**5/5**

- - - OTHER FACE - - -

## Ancestral Recall {U}

Instant

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Harvester of Misery {3}{B}{B}

Creature -- Spirit

Menace
When this creature enters, other creatures get -2/-2 until end of turn.
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Harvester of Misery {3}{B}{B}

Creature -- Spirit

Menace
When this creature enters, other creatures get -2/-2 until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Spirit

Menace
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**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - kristofff - Dimir Excruciator (Standard Challenge 32)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kavaero, Mind-Bitten

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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(card data unavailable)

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(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oildeep Gearhulk {U}{U}{B}{B}

Artifact Creature -- Construct

Lifelink, ward {1}
When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oildeep Gearhulk {U}{U}{B}{B}

Artifact Creature -- Construct

Lifelink, ward {1}
When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - kristofff - Dimir Excruciator (Standard Challenge 32)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

**Overlord of the Balemurk** {3}{B}{B}

Enchantment Creature -- Avatar Horror

Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Overlord of the Balemurk** {3}{B}{B}

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**5/5**

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**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Requiting Hex** {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Requiting Hex** {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
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Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Restless Reef**

Land

This land enters tapped.
{T}: Add {U} or {B}.
{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.
Whenever this land attacks, target player mills four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {U} or {B}.
{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - kristofff - Dimir Excruciator (Standard Challenge 32)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {U} or {B}.
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Whenever this land attacks, target player mills four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undercity Sewers

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undercity Sewers

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

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## Winternight Stories {2}{U}

Sorcery

Draw three cards. Then discard two cards unless you discard a creature card.
Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Day of Black Sun {X}{B}{B}

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Day of Black Sun {X}{B}{B}

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Vacuum {1}

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - kristofff - Dimir Excruciator (Standard Challenge 32)** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

**Strategic Betrayal** 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Strategic Betrayal** 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Strategic Betrayal** 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - kristofff - Dimir Excruciator (Standard Challenge 32)** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.